WING MULTITRACK MANAGER 1.6

Guide to the Exported Reports and Project Files

Prepared for users of the free WING Multitrack Manager software from D & L Recording Studio LLC. This guide explains the files produced by a typical export and how to interpret the information they contain.

Important distinction: A saved WING snapshot describes mixer configuration at the time it was saved. It does not, by itself, prove which processing was printed into a recording or what the live signal path was at every moment. Reports deliberately label uncertain information as provisional, unverified, or unresolved.

What you receive from an export

• Individual named WAV files, organized by recording segment or track as applicable.

• A native REAPER project when REAPER is selected as the destination DAW.

• WING_Complete_Analysis.xlsx, an eight-worksheet engineering report.

• WING_Signal_Path_Viewer.html, a browser-readable signal-path analysis.

• WING_Virtual_Soundcheck.html, a browser-readable recording/playback explanation.

• WING_MARKERS.txt, a simple text list of recovered recording markers when present.

• Additional export summaries and snapshot information may be included depending on the recording and export.

Before interpreting any report

The SD recording assignment is the source selected for a recording lane. It is not necessarily the original microphone, instrument, or mixer input channel. A name taken from a channel scribble strip is a helpful proposed label, not independent proof of the upstream source. For BUS, MAIN, USB, CRD, and other intermediate routes, the program may be unable to verify the entire chain from snapshot information alone.

1. Recording Tracks worksheet

Purpose: A lane-by-lane overview of the recording and the names proposed for exported WAV tracks.

Fields shown in the tested export: Recording Track, Export Status, Proposed Name, WING Channel (provisional), Color Code, Card Output Route, Channel Input Group, Channel Input Number, Processing Tap Code, and Mapping Status.

• Export Status: ACTIVE indicates a lane included in the export; OFF indicates a disabled recording route.

• Proposed Name: The name assigned to the exported track; users can edit track names in the application before exporting.

• WING Channel (provisional): A possible matching channel based on available snapshot information, not a guarantee.

• Card Output Route: The configured SD card recording-lane source, such as USB, BUS, or MAIN.

• Mapping Status: Explains whether a label is provisional, a route is disabled, or the strip identity/tap is unverified.

How to use it: Start here to check how many lanes are active, whether the track names look sensible, and whether a source needs manual confirmation.

2. Signal Path Summary worksheet

Purpose: One concise row per recorded track, showing what can and cannot be established about the signal path.

Fields: Track, Scribble Strip (provisional), SD Route, Resolved Recording Source, Processing Classification, Source Processing Configured, and Routing Assessment.

• Resolved Recording Source: Identifies a source only when supported by the available routing evidence; UNRESOLVED is not an error or a silent track.

• Processing Classification: Indicates whether the program can establish the recording source and tap. UNVERIFIED means the evidence is insufficient.

• Source Processing Configured: Describes processing found in the snapshot; it does not prove that processing was captured in the WAV.

• Routing Assessment: A plain-language explanation of the route or why it cannot be traced further.

How to use it: This is the best first stop when a user asks, “What source was recorded on track 12?” or “Was EQ printed into this track?”

3. Signal Path Details worksheet

Purpose: A more technical trace of candidate paths through the WING mixer configuration.

Fields: Recording track, depth, node, name, processing, and note. Multiple rows can describe one recording track.

• Depth: Indicates a step within the traced routing hierarchy; it is not a channel number or an audio level.

• Node: Identifies the type and number of a possible mixer element, such as an input channel, bus, or main.

• Processing: Summarizes configured processing associated with that mixer element.

• Note: Adds context such as the input connector, an uninterpreted tap code, or a warning that live activity cannot be established.

How to use it: Engineers can inspect the route in greater depth, while remembering that a traced candidate path is not proof that every listed processor was printed into the recording.

4. Processor Inventory worksheet

Purpose: An inventory of channel, auxiliary, bus, and other strip processing configured in the saved snapshot.

Fields: Type, Number, Name, Color Code, Mute, EQ Enabled, Dynamics Enabled, Pre-insert Enabled, Post-insert Enabled, Configured Processing, and Status.

• Type / Number / Name: Identifies the mixer strip being inspected, whether or not it was recorded.

• Enable flags: Show snapshot settings for EQ, dynamics, and inserts.

• Configured Processing: May include low-cut, gate, compressor, EQ, or insert descriptions.

• Status: Reinforces that this is snapshot configuration, not proof of what was recorded.

How to use it: Review how a show was configured or identify processors that may need to be recreated for virtual soundcheck. Do not interpret this worksheet as a list of effects baked into the WAV files.

5. Channel Parameters worksheet

Purpose: A technical reference of individual saved WING channel parameters.

The tested report includes columns for channel number, link status, color, and detailed dynamics settings such as attack, automatic timing, detection mode, envelope, gain, hold, knee, model, mix, on/off state, ratio, release, threshold, and sidechain settings. Additional parameters can appear to the right of the visible columns.

How to use it: Compare saved channel settings, document a mix, or troubleshoot a specific processor configuration. Numeric values are saved parameter values; they do not establish whether the processor affected the audio recorded to SD.

6. Virtual Soundcheck worksheet

Purpose: Explain the difference between the path used to capture an SD recording and the path used to play that recording back through the WING.

Fields: Recording Track, Scribble Strip, SD Recording Assignment, Corresponding WING Input (provisional), What the SD WAV Contains, Virtual Soundcheck / Playback Interpretation, and Evidence Limitation.

• SD recording: The WAV contains audio at the configured recording source and tap; that point may be before or after some processing.

• Virtual soundcheck: Playback from REAPER through USB can enter a WING input and then pass through that channel’s enabled processing and downstream routing.

• Intermediate routes: A USB or other intermediate route cannot automatically be equated with a particular microphone or strip.

• Evidence limitation: A snapshot does not prove processing was printed into the SD recording.

How to use it: Plan virtual soundcheck and avoid confusing the recorded audio with what the mixer does during playback.

7. Recording Segments worksheet

Purpose: Describe the time structure of long recordings split across multiple WAV segments.

Fields: Recording Segment, Recorded Channel, Track Name, WAV Filename, Segment Start (seconds), Duration (seconds), and Sample Rate (Hz).

In the illustrated test, consecutive segments begin at approximately 0, 699.04, and 1398.08 seconds. A row appears for each exported channel in each segment, so the same track name may appear repeatedly with different segment identifiers.

How to use it: Verify the segment order, locate a specific WAV file, check recording duration and sample rate, and troubleshoot missing or incomplete segments. Multiple segments are expected for sufficiently long sessions.

8. Recording Markers worksheet

Purpose: List the location of recovered recording markers.

Fields: Marker, Position (seconds), Position (HH:MM:SS.mmm), and Sample Frame.

In the illustrated 46-track test, the report contains M1 at 00:31:18.560 and M2 at 00:31:36.460. The displayed sample-frame values correspond to a 48,000 Hz timeline.

How to use it: Jump to notable moments, locate events or takes, and compare markers with the REAPER timeline. Marker positions refer to the recording timeline, not the start of each individual segment.

9. WING Signal Path Analyzer (HTML)

File: WING_Signal_Path_Viewer.html

Open this file in a web browser. It presents the routing analysis as a readable page rather than a spreadsheet. It includes a guide to interpreting the report, a snapshot-wide inventory of configured processing with expandable entries, and per-recording-track signal-path assessments.

Each track can show the card assignment, any resolved source, the verification state, and a description of why a route is uncertain. For example, USB output-lane assignments may be marked UNRESOLVED or UNVERIFIED when the snapshot does not establish the upstream source or recording tap.

How to use it: Share the HTML report with a technician who wants to review routing without opening Excel. Its cautionary labels are deliberate; they prevent unsupported claims about recorded processing.

10. Virtual Soundcheck & Recording Interpretation (HTML)

File: WING_Virtual_Soundcheck.html

Open this file in a web browser. It starts with an explanation of the two different signal paths and then provides a separate section for each recording track.

• SD assignment: The configured recording-lane source.

• Corresponding channel input (provisional): A possible playback or input mapping when supported by the snapshot.

• Recording: Whether the source/tap can be established from the available evidence.

• Playback: How a USB virtual-soundcheck feed can enter the WING and be processed during playback.

How to use it: Explain to band members or engineers why hearing EQ, compression, or effects during virtual soundcheck does not prove those effects were permanently recorded on the SD card.

11. WING_MARKERS.txt

Purpose: A minimal, human-readable copy of the recovered marker times. It can be opened in Notepad and copied into notes or documentation.

Example from the illustrated recording:
M1: 1878.56000 seconds
M2: 1896.46017 seconds

The text file and the Recording Markers worksheet represent the same marker events in different formats. Small decimal differences between seconds and formatted milliseconds reflect display precision.

12. Named WAV files and REAPER project

Individual WAV tracks: The manager extracts recording channels into separate, named audio files. The original source audio is not intentionally altered by the naming and export process. Confirm track identity by listening and checking the original WING routing when labels are provisional.

REAPER project: When REAPER is selected, the export includes a native project file that can open the extracted tracks together on a timeline. In the illustrated test, the project opened and played with the recorded tracks and a marker visible in REAPER.

Segmented recordings: A long session may span multiple source files. Use the Recording Segments worksheet to understand how the pieces correspond to the recording timeline.

Common questions

Why does a track say UNRESOLVED? Because the snapshot does not provide enough evidence to identify the complete upstream route. It does not mean the audio is missing or unusable.

Why are there 64 rows when I recorded 46 tracks? The Recording Tracks worksheet can include OFF recording lanes as well as ACTIVE ones. OFF lanes are not part of the active audio export.

Does “EQ enabled” mean the EQ was recorded? No. It describes the saved mixer setting. The recording tap and full signal path determine what reached the SD recorder.

Why do I see several rows for the same instrument in Recording Segments? The instrument may have been split into multiple time segments. These are portions of the same recording track, not necessarily duplicate performances.

Why might a proposed track name be wrong? Scribble strips and snapshot routing can change, and a recording lane can be fed by a different source than the corresponding numbered input. Verify uncertain names against the actual recording.

Reporting a reproducible problem

Before reporting a suspected software issue, note the version (1.6), whether one or two SD cards were used, how many tracks were recorded, the source recording folder structure, what you expected, what happened, and any exact error message. If possible, include a small representative sample and the relevant exported report. Do not share private audio without permission.

Release guidance: This guide describes the reports visible in the demonstrated WING Multitrack Manager 1.6 export. Output contents may vary with the selected DAW, available snapshot, recording format, and marker information. A report is an engineering aid, not a substitute for verifying the actual mixer routing and listening to the audio.

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VERSION 1.6: CHANNEL-NAME IMPROVEMENTS

This page supplements the twelve report and export explanations on pages 1–5. The core reports retain their engineering purpose; version 1.6 improves how the program proposes channel names.

What changed in version 1.6?

When a WING recording route can be matched uniquely to a mixer channel input in the saved snapshot, the manager can propose that channel’s custom scribble-strip name instead of a generic route label such as LCL 1.

Example: LCL 1 / LCL 2 / LCL 3 may display as Kick Test / Snare Test / Bass Test when channels 1–3 are uniquely matched to those local input sources.

What does “provisional” mean?

A unique snapshot match supports a useful suggested name; it does not prove what was recorded throughout the performance. The SD card recording route and the WING channel strip are distinct assignments. Verify the proposed identity by listening to the audio and checking mixer routing.

Source names versus channel-strip names

The WING can have source-level custom names and channel-strip custom names. These may differ, including when “Link Customization to Source” is enabled or disabled. Version 1.6 can use a uniquely matched channel-strip name where the snapshot provides sufficient information.

Where the improvement appears

The main recording-track table and proposed track names benefit from the improved matching. Review the Recording Tracks, Signal Path Summary, and Virtual Soundcheck reports for route context and evidence limitations. Report columns and contents may vary with the recording and selected export options.

When a name cannot be resolved

If the snapshot has no unique channel match, the software may retain a source or route-based name. UNRESOLVED and UNVERIFIED remain intentional warnings about incomplete routing evidence, not indications that the WAV file is silent or damaged.

Credits and dedication

Lead Developer: Dana Tucker | Co-Developer: Ton Brouwer | D & L Recording Studio LLC

Special thanks to Ton Brouwer for testing, technical information, and assistance with the channel-naming improvement.

Dedicated in loving memory of Elizabeth (Liz) Tucker. Free audio training for churches in Liz’s memory.